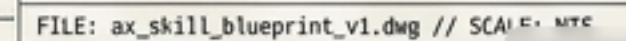


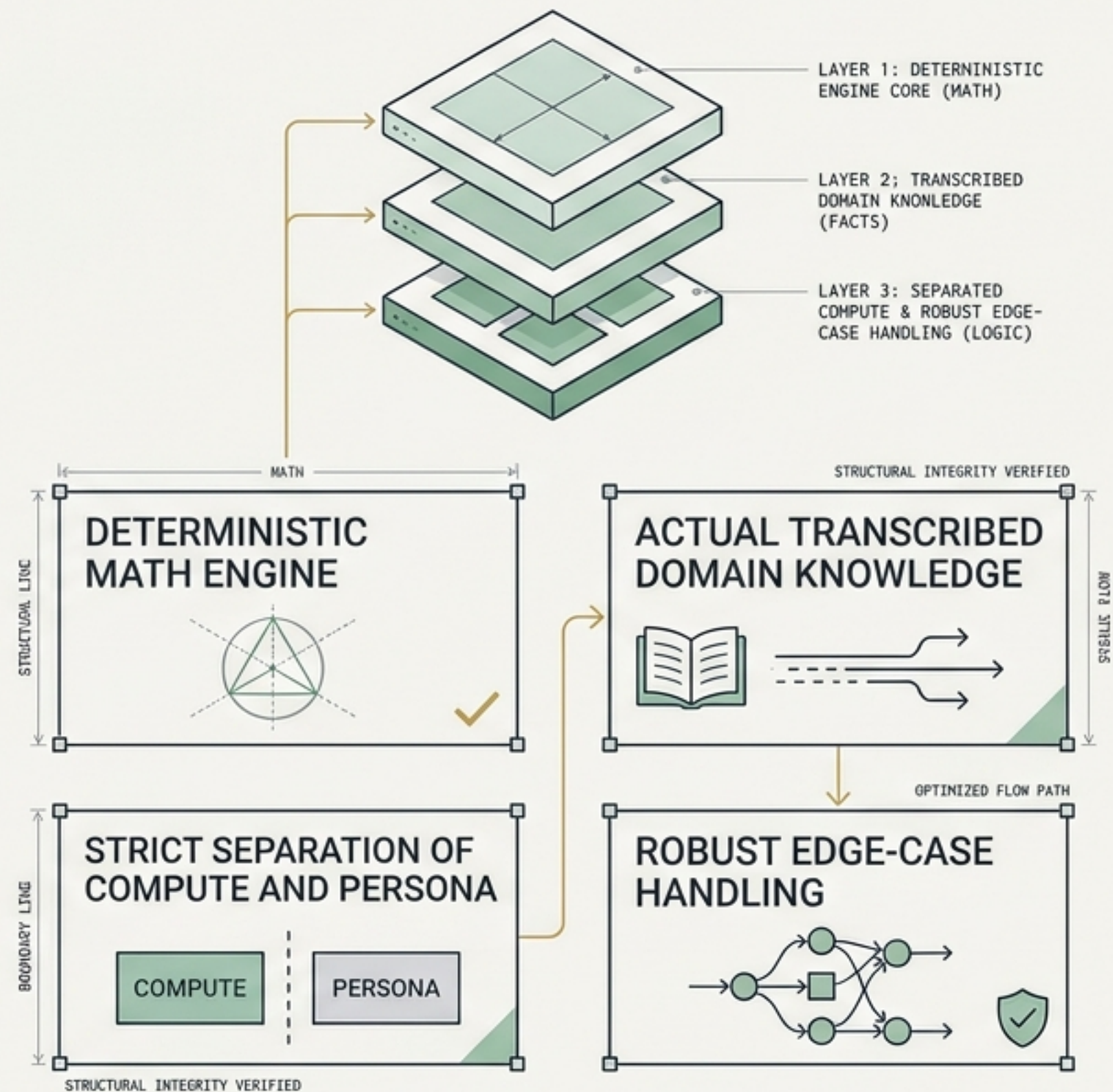
A 3-Layer Architectural Blueprint for the Cyber-Banxian



SLOP WITH A COSTUME

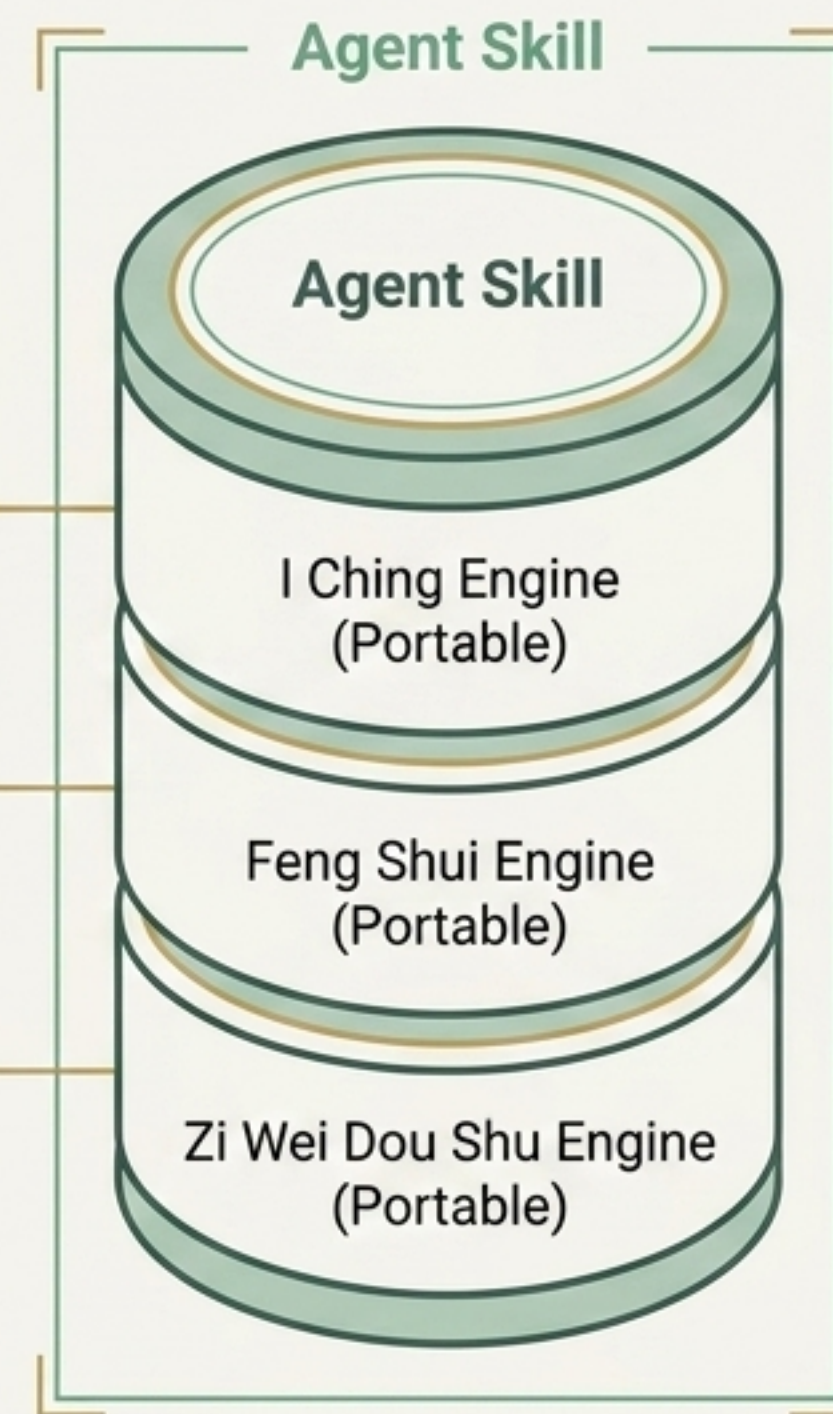
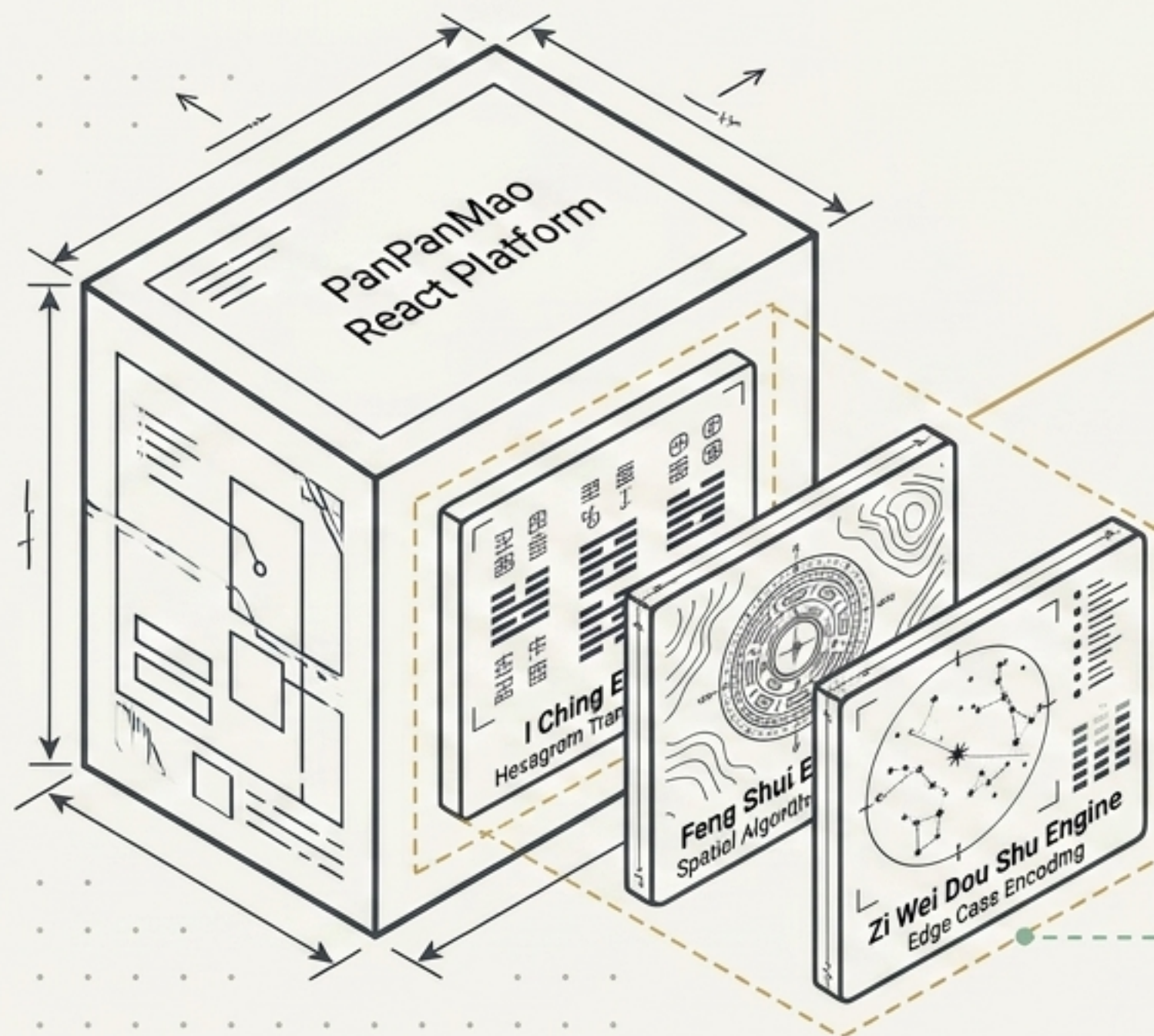


REAL DOMAIN EXPERTISE



Extracting the Engine from the Application

Most development time wasn't spent on LLMs.
It was spent transcribing hexagrams, porting
algorithms, and encoding edge cases.



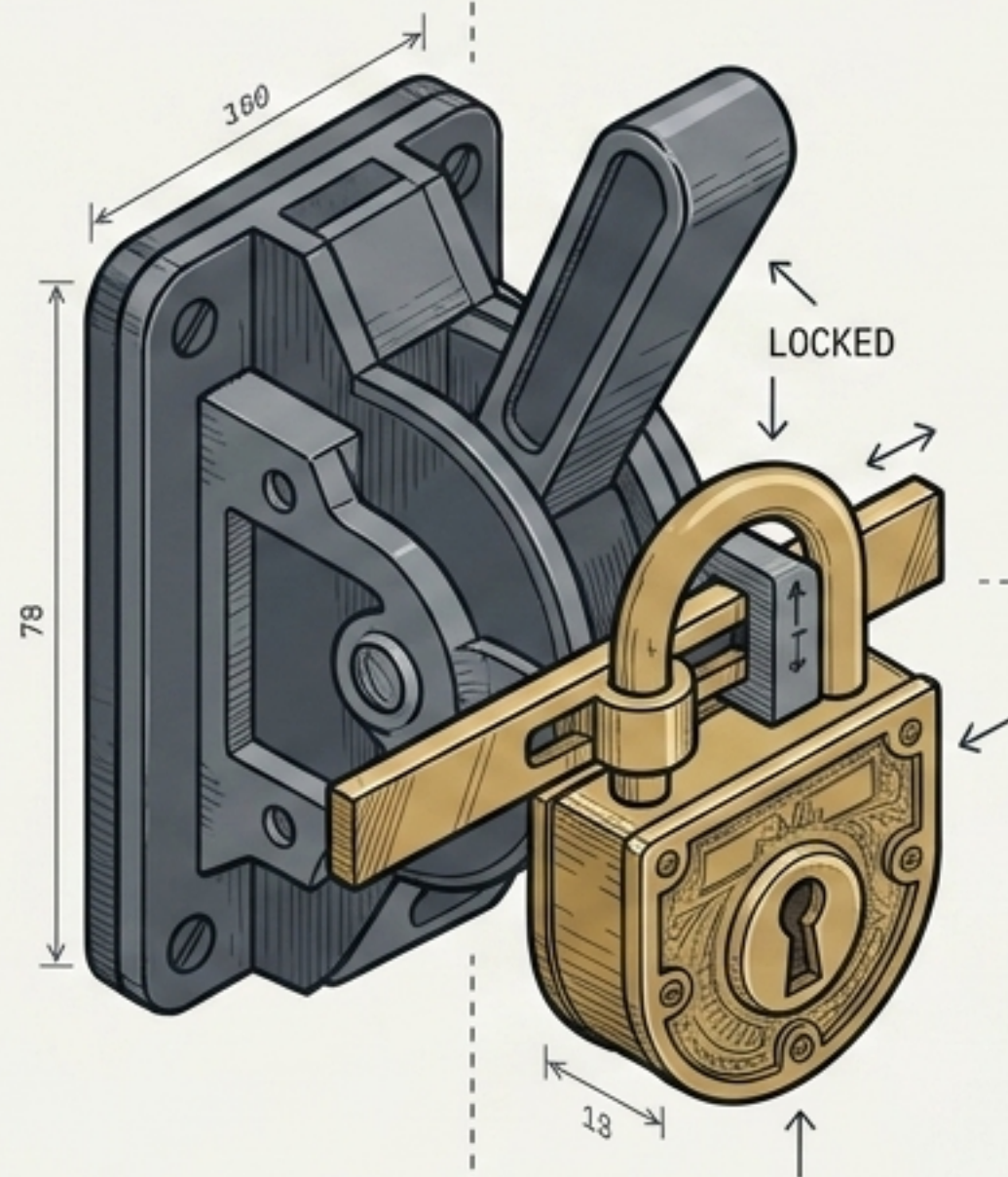
TARGET: Extract 3 Eastern divination engines
into a standalone agent-portable ZIP.

ABSOLUTE COMMITMENT TO THE PERSONA



HEDGING PATHS REJECTED

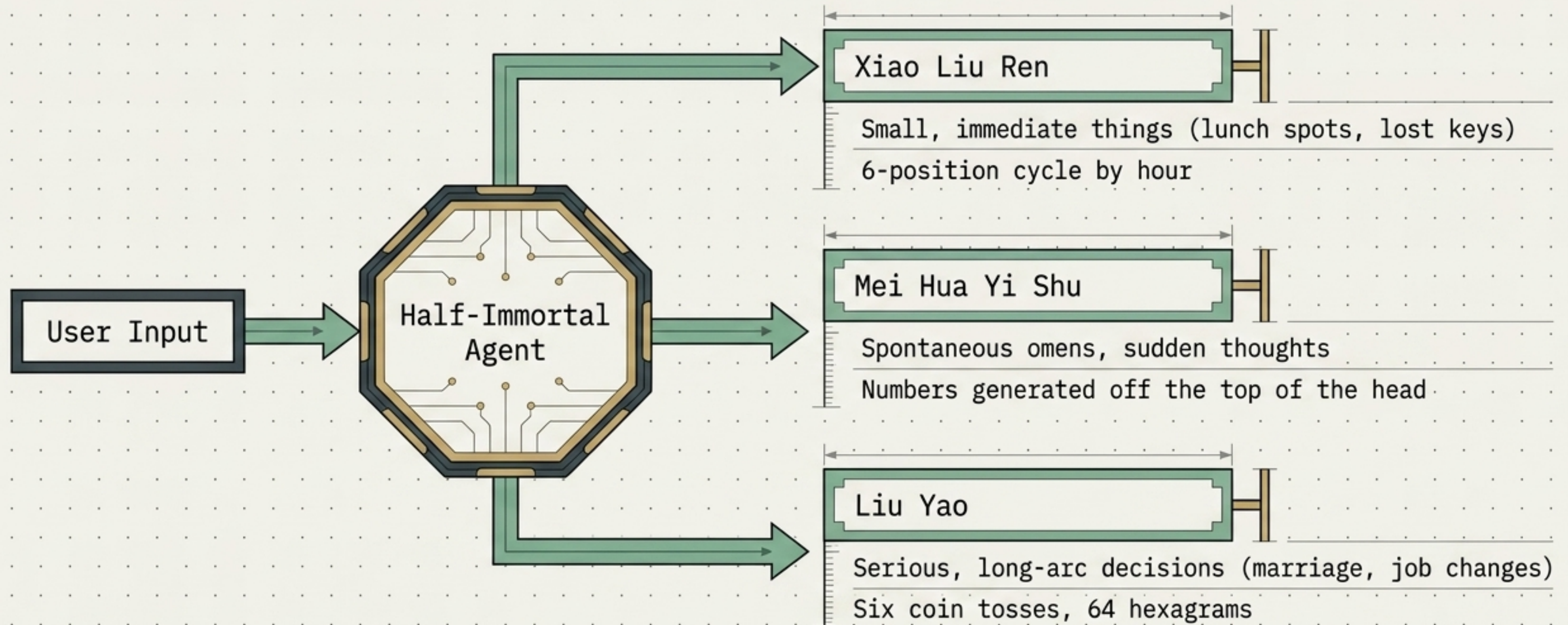
A "serious mode" is a tell that you are hedging. The skill relies entirely on the Half-Immortal persona—a folk-tradition diviner who is part oracle, part comedian.



INSIGHT:

If users want a generic tool, they can use the web product. A skill must commit to its bit.

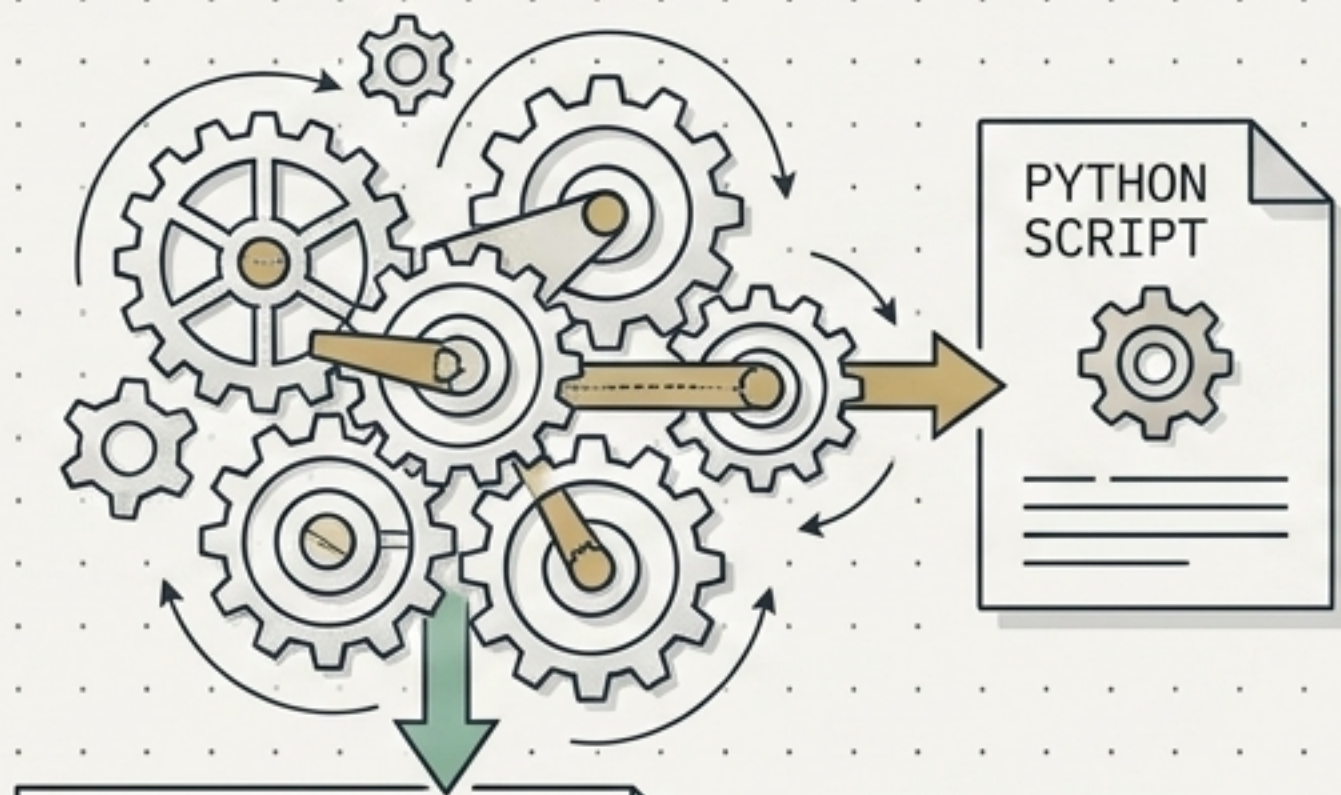
ROUTING DECISION TREE: DIVINATION METHOD SELECTION



The agent names the method and explains why it was chosen in-character.
The user never picks from a menu.

PYTHON EXECUTES THE MATH, LLM SYNTHESIZES THE MEANING

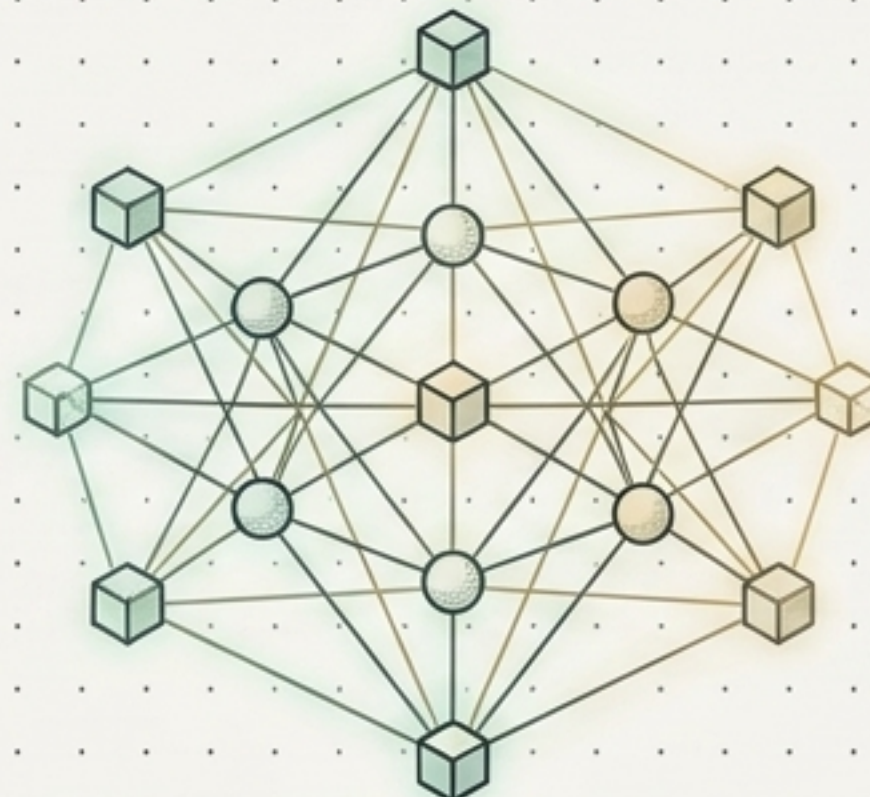
THE DETERMINISTIC ENGINE



- ✓ Coin tosses
- ✓ Hexagram lookup
- ✓ Earthly branches
- ✓ Changing lines

Structured JSON
+
knowledge_pointers

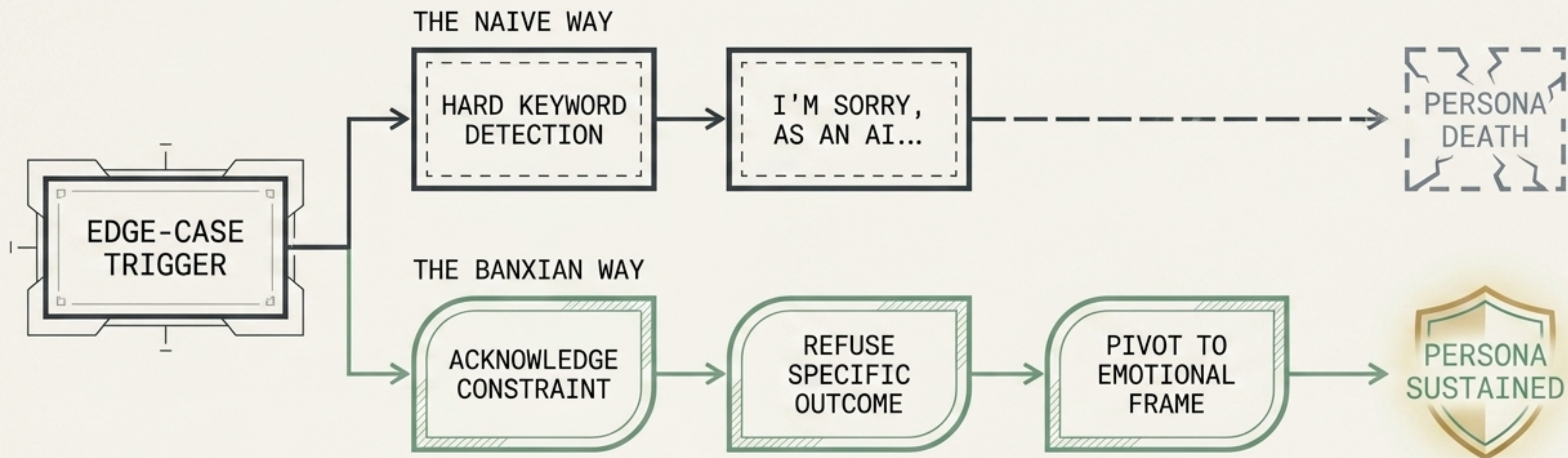
THE PROBABILISTIC MEANING



- Reads ONLY specific Markdown files
- In-character interpretation

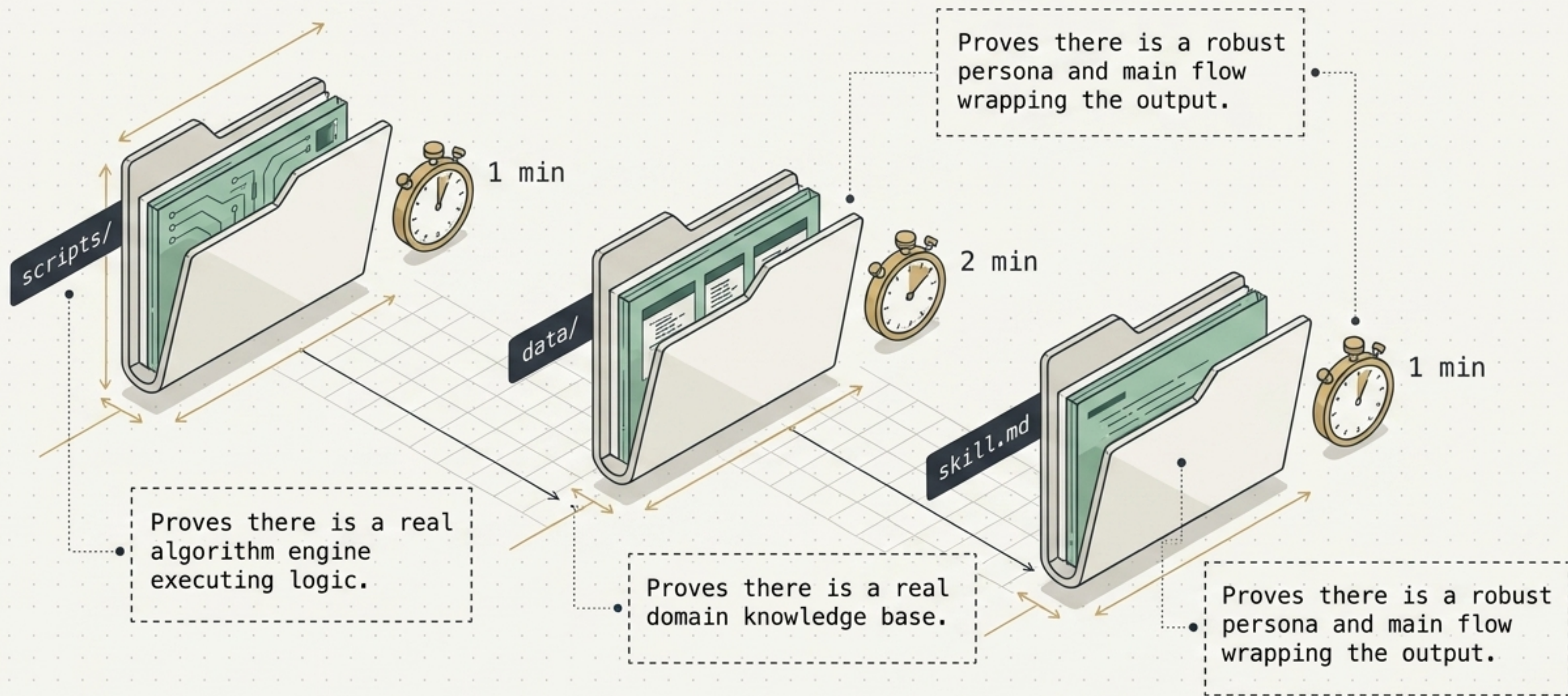
THE LLM IS STRICTLY PROHIBITED FROM DOING HEXAGRAM MATH. ONE HALLUCINATED LINE KILLS THE SKILL.

DEFLECTION MUST REMAIN IN-CHARACTER

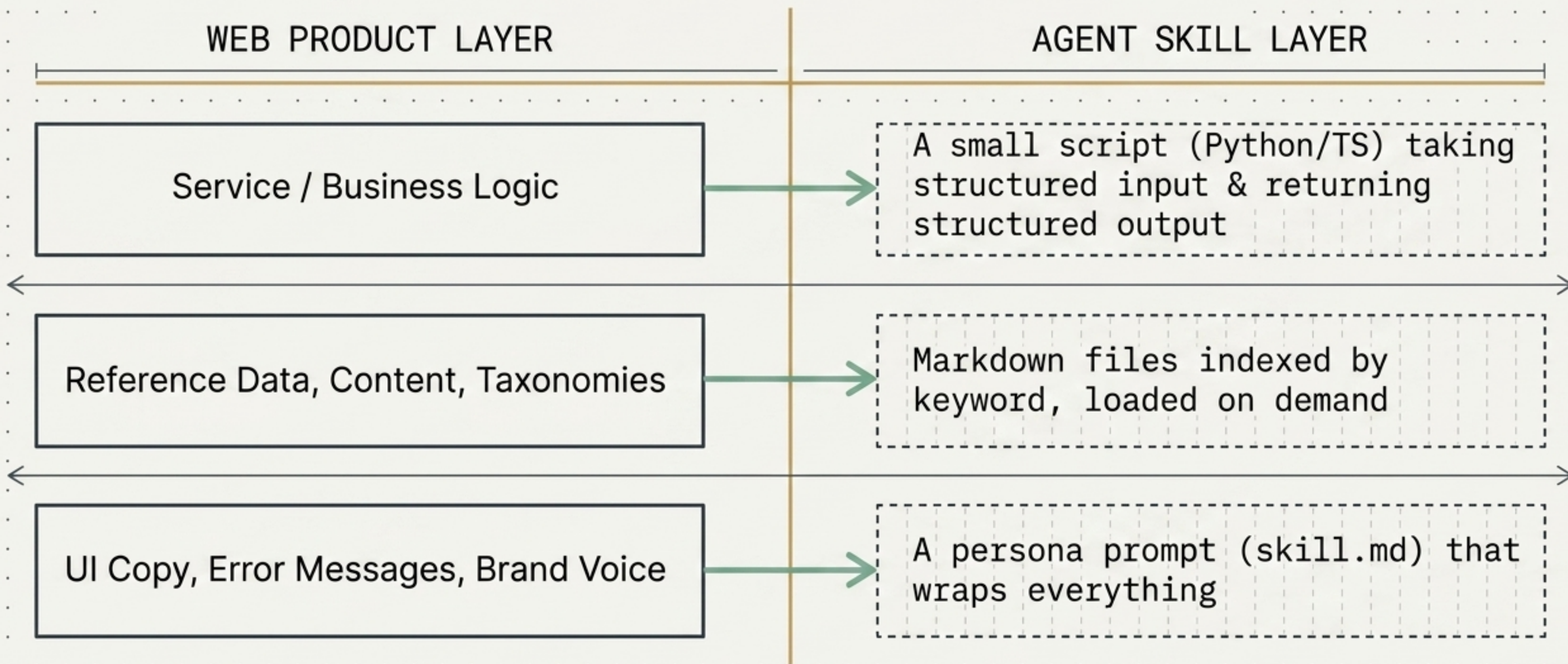


YOUR MOTHER'S ILLNESS IS FOR THE DOCTOR TO READ, NOT THE CARDS. BUT THE CARDS CAN TELL YOU SOMETHING ABOUT YOUR OWN STATE IN THIS... SIT WITH THAT.

THE THREE-FOLDER ARCHITECTURE AUDITS IN FIVE MINUTES

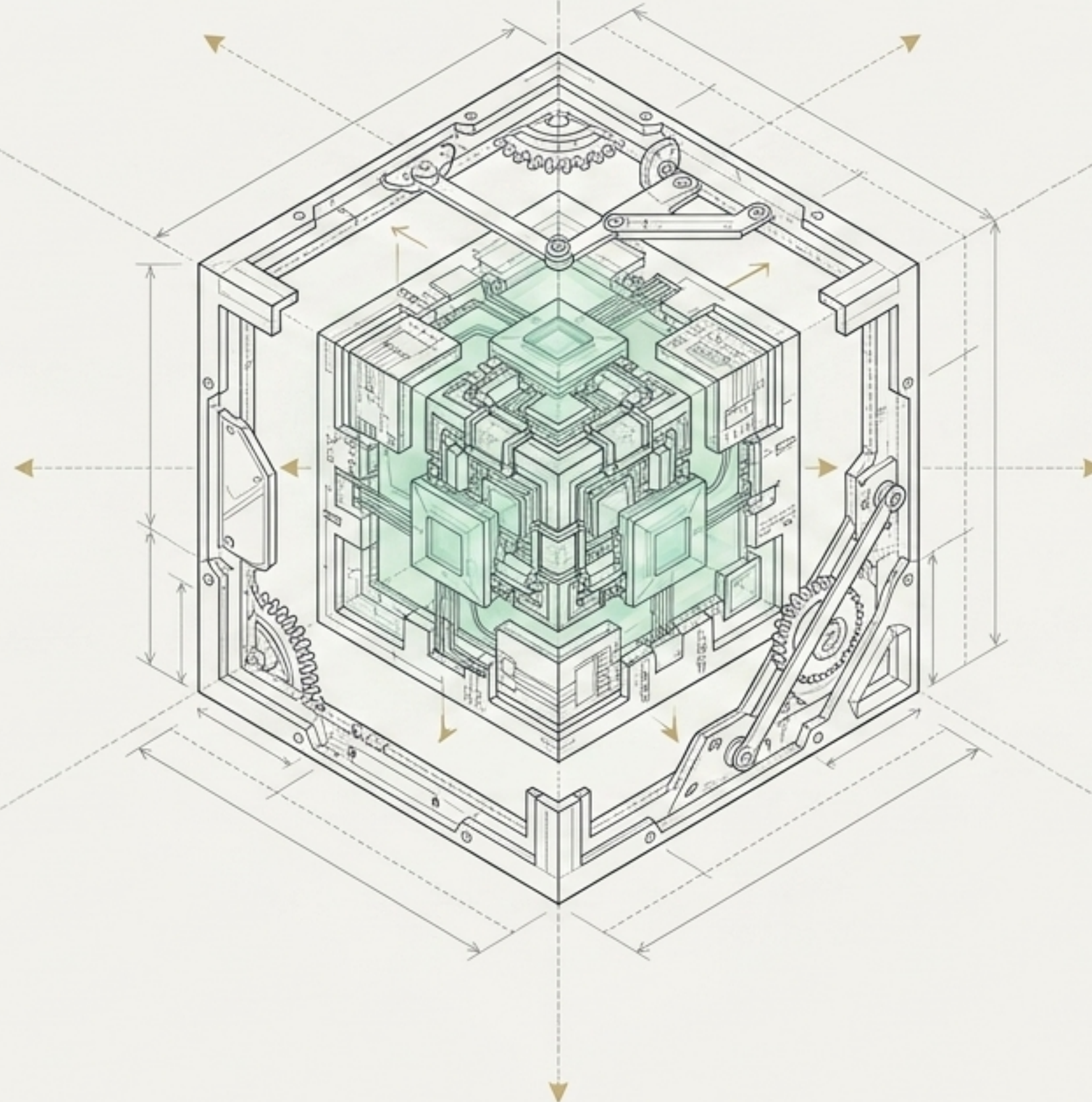


THE UNIVERSAL TRANSLATION PATTERN FOR AGENT SKILLS



Creating vs. Cataloging

If your product encodes genuine opinion about a domain—which methods to use, which edge cases to refuse, what tone to take—then those opinions are the skill.



Products built right come with skills already inside them. Pulling them out is mostly cataloging, not creating.